Tony La Russa
BASEBALL II
1994 Season Edition

Hi! We know you're anxious to begin Tony II, but before you do, please be sure that you have the following minimum system requirements:

- 386/33 MHz IBM PC
- 2 megabytes of RAM (floppy) or 4 megabytes of RAM (CD)
- MS-DOS 5.0-6.21, or DR-DOS 6.0
- An **Uncompressed** Hard Drive with 9 MB free (CD) or 16 MB free (Floppy)
- VGA graphics with a Color VGA Monitor
- A 100% Microsoft (or Logitech) Compatible Mouse
- Mouse driver version 8.00 or above
- CD-ROM drive with at least 150 KB transfer rate and less than or equal to 360 ms access time (CD only)
- MSCDEX version 2.1 or higher (CD only)

The minimum amount of **free** RAM required to *run* the game is:

580,000 BYTES OF FREE BASE RAM

To get full sound support in this game, 5 MB of RAM are required. The results of having less than 5 MB are listed below.

With less than 400 KB of free XMS (floppy only; CD version will not run) you may encounter the following:
Game jumps from screen to screen (no smooth scrolling), occasional umpire outtakes, no sound, and no special animation

With 400 KB to 1,030 KB of free XMS (minimum required for CD version) you may encounter the following:
Few sound effects, and minimal digitized voice

With 1,030 KB to 2 MB of free XMS (floppy and CD) you may encounter the following:
Most (but not all) sounds, and most (but not all) of Ron Barr's commentary

With 2 MB to 3 MB of free XMS (CD only; floppy version has full support) you may encounter the following:
All of Ron Barr's commentary except the opening game introductions

With greater than 3.4 MB of free XMS (CD only):
You have full sound support and all animation

Note: hard drive size and total system memory available have no bearing on *free RAM*. **Follow the directions below to determine if you have enough available memory to run the game.**

To Check Your Free Base RAM:

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE". Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see Memory Management section of your DOS manual) before continuing.

INSTALLING THE GAME

Your game box should contain: seven 3.5" disks *or* one CD-ROM disk, one manual, this data card, and the Fantasy Draft data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play.

1. To install the game place Disk 1 or the CD in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** and then press Enter/Return.

2. Type **INSTALL** and then press Enter/Return. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.

3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section. Additional information regarding memory, sound, video, and mouse setup can be found there as well.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0-6.21, or DR-DOS 6.0.

2. If you have the CD version of the game, insert the CD into the CD-ROM drive.

3. Be sure that the hard disk containing the game is the active drive.

4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\TONY2** and press Enter/Return.

5. Type **TONY2** and press Enter/Return to start the game.

For complete and specific "how to play" information, please refer to the manual. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the Troubleshooting section below. Some changes were made too late to include in this data card. Please read the README.TXT file on the disk for more information.

COPY PROTECTION

To answer the verification question, find the indicated page and word in the manual and enter it.
Do count headings or titles when you count words.

The CD-ROM version of Tony II has no copy protection.

SAVING GAMES

Tony II requires space on your hard drive for saved games and temporary files. You need approximately 9,000 bytes free on your hard drive at all times.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

This game requires **580,000** bytes of **free** base memory to run. Read the front page of this data card to find out how to check your **free** RAM. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

If you have the CD-ROM version then

1. Place a blank disk in your A: drive. (NOTE: It **must** be your A: drive to operate properly.)

2. Place your Tony II CD into your CD-ROM drive.

3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter/Return.

4. Type **INSTALL BOOT** and press Enter/Return.

5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".

6. Add the appropriate CD-ROM (and, if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

If you have the disk version and

If your A: drive is a 3.5" drive then

1. Place your Tony II disk 1 into your A: drive.

2. Change the active drive to A: by typing **A:** and press Enter/Return.

3. Type **INSTALL BOOT** and press Enter/Return.

4. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".

If your A: drive is a 5.25" drive and your B: drive is a 3.5" drive then

1. Place a blank disk in your A: drive. (NOTE: It **must** be your A: drive to operate properly.)

2. Place your Tony II disk 1 into your B: drive

3. Change the active drive to B: by typing **B:** and press Enter/Return.

4. Type **INSTALL BOOT** and press Enter/Return.

5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".

NOTE: Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual for the necessary drivers.

To start the game with this boot disk:

1. Place the boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the **TONY2** game directory. Type **TONY2** and press Enter/Return to start the game.

This procedure works for most systems. However, certain conditions may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To create a boot disk manually:

1. Place a floppy disk in drive A:. (Note: it must be in drive A:.)

2. From the C: prompt type **FORMAT A:/S** and press Enter/Return.

3. Go to the A: drive by typing **A:** and press Enter/Return.

4. Type **EDIT CONFIG.SYS** and press Enter/Return. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (it already has a name), then exit.

5. Type **EDIT AUTOEXEC.BAT** and press Enter/Return. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT below. Save this file (it already has a name), and exit.

Sample files:

CONFIG.SYS	AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS	PATH=C:\;C:\DOS;C:\MOUSE
DEVICE=C:\DOS\EMM386.EXE NOEMS	PROMPT PG
DOS=HIGH,UMB	LOADHIGH MOUSE
FILES=30	C:
BUFFERS=25	CD\TONY2

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

To start the game with this boot disk:

1. Place your boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the **TONY2** game directory. Type **TONY2** and press Enter/Return to start the game.

SOUND CARDS

The following sound cards are supported:

Roland LAPC 1, MPU 401; SoundBlaster Pro 16 ASP; SoundBlasterPro III; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Adlib Gold; Adlib; Media Vision PAS; Media Vision Thunder Board; PC Speaker

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

CD-ROM AND SOUND CARD SETUP

If you have an internal CD-ROM drive, it will use your existing sound card to mix both music and sound effects. See below if you are using one of the following sound cards: Soundblaster Pro I, II, III, 16, or 16 ASP. Otherwise, skip this section.

Soundblaster Pro I, II, and III

In your AUTOEXEC.BAT file, replace the /LINE:## switch with /CD:12 in your SBP-SET command. Example:

C:\SBPRO\SBP-SET /CD:12 /M:12 /VOC /CD:12 /FM:12

Soundblaster 16 and 16 ASP

In your AUTOEXEC.BAT file, replace the /LINE:## switch with /CD:220 in your SB16SET command. Example:

C:\SB16\SB16SET /CD:220 /M:12 /VOC:220 /CD:220 /FM:220

External CD-ROM Drive

For those using an external CD-ROM drive, one of the following hardware configurations is necessary to hear both music and sound effects.

1. Two pairs of speakers. One pair connected to the output of your EXTERNAL CD-ROM DRIVE, the other pair to the line output of your sound card.

OR

2. One pair of speakers. Connect the output on your EXTERNAL CD-ROM DRIVE to the line input of your sound card.

The type of connectors needed depends on your CD-ROM audio outputs.

You will need either: a Stereo 1/8" mini male RTS (Ring Tip Sleeve) —> Stereo 1/8" mini male RTS, or a Stereo 1/8" mini male RTS —> two male RCAs.

If option 2 is chosen, you will need to make software changes if you own the following cards:

Soundblaster Pro I, II, and III

Add the switch line /LINE:12 (sets volume) to the SBP-SET command in the AUTOEXEC.BAT. Example:

C:\SBPRO\SBP-SET /LINE:12 /M:12 /VOC /CD:12 /FM:12

Soundblaster 16 and 16 ASP

Add the switch line /LINE:220 (sets volume) to the SB16SET command in the AUTOEXEC.BAT. Example:

C:\SB16SET /LINE:220 /M:220 /VOC:220 /CD:220 /FM:220

If you have a card not listed above, or a compatible, you should consult your sound card manual for any comparable or special software settings.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver, or one that is not fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

BEFORE YOU CALL TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the MEM command (read the "To Check Your Free RAM" section for pertinent information)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 am to 5 pm, Pacific time, Monday through Friday, holidays excluded. ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4k, or 21.6k baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4k, or 21.6k baud modem, call (408) 739-6623. Your modem needs to be set to N,8,1 and must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

IMPORTING STATS FROM TONY I (A.K.A. "ULTIMATE BASEBALL")

To import stats from TONY LA RUSSA'S ULTIMATE BASEBALL, (also known as TONY I) refer to page 42 in the TONY II rule book. Only stats from TONY I, the 1901-1968 Great Teams, 1990 MLBPA, and 1991 MLBPA expansion disks may be used in TONY II. No other TONY I expansion disks (Stadiums or Fantasy Manager) can be used.

MOVING A LEAGUE OR TEAM TO A DIFFERENT COMPUTER

From DOS, change the directory to the **\TONY2\TEAMS** directory. You will see that each league has its own subdirectory. Change to the directory for the desired league. (Example: for the 1992 teams, type **CD\TONY2\TEAMS\1992**). Then, to move an entire league to a floppy disk in drive A: type **COPY *.* A:** (and press Enter/Return) and the teams will be copied. The teams must be placed in a subdirectory on the target system with the same name as the original subdirectory the teams came from. You cannot move a single team without moving the entire league.

TONY II AND WINDOWS

Please do not run TONY II from Windows. The two programs are incompatible and could result in the corruption of files already on your hard drive.

LEAGUE REALIGNMENT

TONY II has been updated to match the new alignment of professional baseball divisions. In the **League Setup** item of the **UTILITIES** menu you can choose between one, two, or three divisions per league.

1993 MLBPA PLAYERS

If you own the floppy disk version of TONY II, the 1993 MLBPA Players Expansion Disk is included separately from your game disks.

> 1. TONY LA RUSSA BASEBALL II must be installed on your hard drive before you can install the 1993 MLBPA Players disk.
>
> 2. To install the expansion disk, place it in your 3.5" drive. Be sure this is the active drive. For example, to make drive A the active drive, type **A:** and press Enter/Return.
>
> 3. Type **INSTALL** and press Enter/Return.
>
> 4. Follow all on-screen prompts.

The 1993 MLBPA teams are installed automatically for CD-ROM users when you install the game.

WARNING: Because TONY II does not incorporate the "hit-by-pitch" (HBP) statistic into its statistical model, the on-base averages (OBA) for some players vary from their actual historical values.

THE FANTASY DRAFT

TONY II 1994 SEASON EDITION includes the Fantasy Draft, accessible through the Baseball Icon Menu. Complete instructions on how to use the Fantasy Draft are included in your game box.

TONY LA RUSSA BASEBALL II CD-ROM FEATURES

The play-by-play dialogue from Ron Barr has more than doubled in size from the original game!
Over 500 digitized photos bring new life to the greatest ballplayers of all time.
There are now 18 large, full-color replays to complement the action on the field.

AL/NL STADIUMS EXPANSION DISK

The TONY II CD-ROM includes all 28 modern-day baseball stadiums, in addition to the 11 "classic" ballparks from the past and two generic stadiums that come with the base game.

ADDITIONAL NOTES ABOUT THE TONY II CD-ROM GAME

Not all CD-ROM drives are "fast." Users who have older model CD-ROM drives may experience delays and/or slowdowns within the game. Slowdowns will occur particularly in the opening introduction, while loading a game of baseball, and in a few of the instant replays. Delays occur before an inning begins, and after the inning ends. During these delays data is being loaded from the CD and put into your computer's memory.

During a game, the crowd is active. Unless your CD drive is interfaced with your sound card, you will have to use either headphones or a pair of external speakers connected with the headphone jack in the CD drive to hear the crowd.

THE DOUBLE SWITCH IN TONY II

The rules for using the double switch have changed since the manual was written. There are two ways to use double switch in Tony 2.

1. When the pitcher is up to bat, use a pinch hitter. When the inning is over, go to the bullpen and replace the pinch hitter with a new pitcher. Select the DOUBLE SWITCH button. Place the hitter anywhere you want in the defense. Of course, the batting order will change, and the pitcher's spot will swap with the selected defensive position of the pinch hitter.

2. If your team is playing defense, you can activate the double switch by using a relief pitcher. In the bullpen screen, put in a relief pitcher as usual. Select the DOUBLE SWITCH button. Take a player off the bench and substitute him into a field position. The pitcher's place in the batting order will swap with that of the new fielder's position. If you want to keep the original fielder in the game, or even the original pitcher, you are free to make any substitutions at this time.

AN IMPORTANT WARNING TO CUSTOMERS WITH HIGH-SCORING GAMES

Whenever you make an upgrade to TONY II (whether by patch, team disks, statistic downloading, or expansions), high scoring games will occur when first playing exhibition games. To alleviate this problem, select **Start New Season** under the **Season** menu, select a season, and follow the on-screen prompts. Once this is done, games will have normal scores both in exhibition and league play.

PLAY-BY-PLAY ANNOUNCING BY RON BARR

Emmy award-winning broadcaster Ron Barr brings over 20 years of professional sportscasting experience to TONY LA RUSSA BASEBALL II. His network radio and television credits include play-by-play and color commentary for the NBA, NFL, and the Olympic Games.

Ron hosts Sports Byline USA, the premiere talk radio show broadcast over 200 U.S. radio stations and around the world on the Armed Forces Radio Network, Radio New Zealand, and in Mexico. Ron Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to get to know their heroes, talk to them directly, and discuss their views in a national forum.
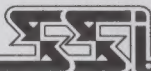
Check your local radio listing and tune in to Sports Byline USA at the following times:

    10:00pm to 1:00am EST
    9:00pm to 12:00am CST
    8:00pm to 11:00pm MST
    7:00pm to 10:00pm PST

Sports Byline USA can also be heard on the USA Today Sports Skyradio which is carried on more than 350 airplanes of United, Delta, and Northwest Airlines.

Additional Test Support: Josh Cloud, Mike Higgins, and Jeff Peña.

Special Thanks to: Ron Barr, Sean Carson, Cooksey, Mike Coustier, and Rick White.